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Overlapping and multiversion techniques are two popular frameworks that transform an ephemeral index into a multiple logical-tree structure in order to support versioning databases. Although both frameworks have produced numerous efficient indexing methods, their performance analysis is rather limited; as a result there is no clear understanding about the behavior of the alternative structures and the choice of the best one, given the data and query characteristics. Furthermore, qu ...

Keywords: Database, index, overlapping and multiversion structures, spatiotemporal, temporal

4	Error-free garbage collection traces: how to cheat and not get caught Matthew Hertz, Stephen M Blackburn, J Eliot B Moss, Kathryn S. McKinley, Darko Stefanović June 2002 ACM SIGMETRICS Performance Evaluation Review, Proceedings of the 2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems, Volume 30 Issue 1 Full text available: pdf(105.06 KB) Additional Information: full citation, abstract, references, citings	
	Programmers are writing a large and rapidly growing number of programs in object-oriented languages such as Java that require garbage collection (GC). To explore the design and evaluation of GC algorithms quickly, researchers are using simulation based on traces of object allocation and lifetime behavior. The <i>brute force</i> method generates perfect traces using a whole-heap GC at every potential GC point in the program. Because this process is prohibitively expensive, researchers often use <	
5	An RTP-based synchronized hypermedia live lecture system for distance education Herng-Yow Chen, Yen-Tsung Chia, Gin-Yi Chen, Jen-Shin Hong October 1999 Proceedings of the seventh ACM international conference on Multimedia (Part 1) Full text available: pdf(930.85 KB) Additional Information: full citation, abstract, references, index terms	
	In this article, we have introduced a "Live Synchronized Hypermedia Live Lecture (SHLL) System" using RTP to synchronize the live presentation of streaming video lecture, HTML-based lecture notes, and HTML page Navigation Events. The SHLL framework consists of three major modules: (1) SHLL Recorder- for recording the temporal information of the AV lecture and the HTML-based lecture notes navigation processes. (2) SHLL Event Server- for receiving, depositing, and multicasting SHL	
	Keywords: RTP, distance learning, multimedia synchronization	
6	Modular verification of concurrent programs Brent Hailpern, Susan Owicki January 1982 Proceedings of the 9th ACM SIGPLAN-SIGACT symposium on Principles of	
	programming languages Full text available: pdf(1.15 MB) Additional Information: full citation, abstract, references, citings	
	Verifying concurrent systems can be difficult because of the complex interactions possible between system components. In this paper, we propose a technique to simplify the task: modular composition of sequential proofs. We model a parallel program as a set of modules that interact by procedure calls. The properties of each module are proved using a sequential-program verification technique. If the modules satisfy a set of constraints presented in this paper, we may compose the modules into a sys	
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Session 5: P2P and streaming: A hierarchical characterization of a live streaming

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Eveline Veloso, Virgílio Almeida, Wagner Meira, Azer Bestavros, Shudong Jin November 2002 Proceedings of the 2nd ACM SIGCOMM Workshop on Internet measurment

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Additional Information: full citation, abstract, references, citings, index

We present what we believe to be the first thorough characterization of live streaming media content delivered over the Internet. Our characterization of over 3.5 million requests spanning a 28-day period is done at three increasingly granular levels, corresponding to clients, sessions, and transfers. Our findings support two important conclusions. First, we show that the nature of interactions between users and objects is fundamentally different for live versus stored objects. Access to

	101 live versus stored objects. Access to 111
8	Safe timestamps and large-scale modeling
	David Nicol, Jason Liu, James Cowie
	May 2000 Proceedings of the fourteenth workshop on Parallel and distributed
	simulation
	Full text available: pdf(772.93 KB) Additional Information: full citation, abstract, references, citings, index terms
	This paper visits issues that recur in consideration of simulation time-stamps, in the context of building very large simulation models from components developed by different groups, at different times. A key problem here is "safety", loosely defined to mean that unintended model behavior does not occur due to unpredictable behavior of timestamp generation and comparisons. We revisit the problems of timestamp format and simultaneity, and then turn to the new problem of timestamp

9 Reliability and security: Memory overflow protection for embedded systems using runtime checks, reuse and compression

Surupa Biswas, Matthew Simpson, Rajeev Barua

September 2004 Proceedings of the 2004 international conference on Compilers, architecture, and synthesis for embedded systems

Full text available: pdf(253.51 KB) Additional Information: full citation, abstract, references, index terms

Out-of-memory errors are a serious source of unreliability in most embedded systems. Applications run out of main memory because of the frequent difficulty of estimating the memory requirement before deployment, either because it depends on input data, or because certain language features prevent estimation. The typical lack of disks and virtual memory in embedded systems has two serious consequences when an out-of-memory error occurs. First, there is no swap space for the application to grow in ...

Keywords: data compression, heap overflow, out-of-memory errors, reliability, reuse, runtime checks, stack overflow

¹⁰ Time-shift scheduling—fair scheduling of flows in high-speed networks Jorge A. Cobb, Mohamed G. Gouda, Amal El-Nahas June 1998 IEEE/ACM Transactions on Networking (TON), Volume 6 Issue 3

Full text available: available: Additional Information: full citation, references, citings, index terms, review

Keywords: quality of service, real-time network protocols, real-time scheduling

¹¹ Traffic generation and analysis: Self-configuring network traffic generation

Results (page 1): TIMESTAMPED AND (LIVE EVENT) AND WIRELESS AND (AC... Page 4 of 6 Joel Sommers, Paul Barford October 2004 Proceedings of the 4th ACM SIGCOMM conference on Internet measurement Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, references, index terms The ability to generate repeatable, realistic network traffic is critical in both simulation and testbed environments. Traffic generation capabilities to date have been limited to either simple sequenced packet streams typically aimed at throughput testing, or to applicationspecific tools focused on, for example, recreating representative HTTP requests. In this paper we describe Harpoon, a new application-independent tool for generating representative packet traffic at the <i>IP flow lev ... Keywords: network flows, traffic generation 12 Traffic characterization: An analysis of live streaming workloads on the internet Kunwadee Sripanidkulchai, Bruce Maggs, Hui Zhang October 2004 Proceedings of the 4th ACM SIGCOMM conference on Internet measurement Full text available: pdf(3.51 MB) Additional Information: full citation, abstract, references, index terms In this paper, we study the live streaming workload from a large content delivery network. Our data, collected over a 3 month period, contains over 70 million requests for 5,000 distinct URLs from clients in over 200 countries. To our knowledge, this is the most extensive data of live streaming on the Internet that has been studied to date. Our contributions are two-fold. First, we present a macroscopic analysis of the workload, characterizing popularity, arrival process, session duration, an ... **Keywords**: content delivery networks, live streaming 13 Total order broadcast and multicast algorithms: Taxonomy and survey Xavier Défago, André Schiper, Péter Urbán December 2004 ACM Computing Surveys (CSUR), Volume 36 Issue 4 Full text available: Additional Information: full citation, abstract, references, index terms Total order broadcast and multicast (also called atomic broadcast/multicast) present an important problem in distributed systems, especially with respect to fault-tolerance. In short, the primitive ensures that messages sent to a set of processes are, in turn, delivered by all those processes in the same total order. **Keywords:** Distributed systems, agreement problems, atomic broadcast, atomic multicast, classification, distributed algorithms, fault-tolerance, global ordering, group communication, message passing, survey, taxonomy, total ordering 14 Audio and media streaming: High resolution live streaming with the HYDRA architecture Roger Zimmermann, Moses Pawar, Dwipal A. Desai, Min Qin, Hong Zhu October 2004 Computers in Entertainment (CIE), Volume 2 Issue 4 Full text available: pdf(619.79 KB) Additional Information: full citation, abstract, references, index terms Digital continuous media (CM) are now well established as an integral part of many applications. With highdefinition (HD) displays becoming increasingly common and large

streaming are based on offline content and use elaborate buffering techniques that

network bandwidth available, high-quality video streaming has become feasible, and novel, innovative applications possible. However, the majority of existing systems for HD-quality

August 1995	Proceedings of the fourteenth annual ACM symposium on Principles of
	distributed computing

Full text available: pdf(854.48 KB) Additional Information: full citation, references, citings, index terms 19 Garbage collecting the Internet: a survey of distributed garbage collection Saleh E. Abdullahi, Graem A. Ringwood September 1998 ACM Computing Surveys (CSUR), Volume 30 Issue 3 Additional Information: full citation, abstract, references, citings, index Full text available: pdf(337.65 KB) terms, review Internet programming languages such as Java present new challenges to garbage-collection design. The spectrum of garbage-collection schema for linked structures distributed over a network are reviewed here. Distributed garbage collectors are classified first because they evolved from single-address-space collectors. This taxonomy is used as a framework to explore distribution issues: locality of action, communication overhead and indeterministic communication latency. **Keywords:** automatic storage reclamation, distributed, distributed file systems, distributed memories, distributed object-oriented management, memory management, network communication, object-oriented databases, reference counting 20 Robust, distributed references and acyclic garbage collection Marc Shapiro, Peter Dickman, David Plainfossé October 1992 Proceedings of the eleventh annual ACM symposium on Principles of distributed computing Full text available: pdf(1.27 MB) Additional Information: full citation, references, citings, index terms, review Results 1 - 20 of 200 Result page: 1 2 3 4 5 6 7 8 9 10 next The ACM Portal is published by the Association for Computing Machinery. Copyright @ 2005 ACM, Inc. Terms of Usage Privacy Policy Code of Ethics Contact Us Useful downloads: Actobe Acrobat QuickTime Windows Media Player Real Player



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